Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system which generates an image, comprising:

a memory which stores a program and data for image generation; and

at least one processor which is connected to the memory and performs processing for image generation,

at least one processor including:

an index number setting section which sets image information of an original image as an index number in a lookup table for index color texture-mapping, the index color texture-mapping being texture-mapping which maps a texture onto an object while referring to the lookup table, the index number being set to each texel of the texture in a texture space, and the texture linking to image information to be texture-mapped; and

a drawing section which transforms the image information of the original image by performing index color texture-mapping on a virtual object by using the lookup table in which the image information of the original image is set as the index number.

2. (Original) The game system as defined in claim 1,

wherein the virtual object is a polygon having a size equal to a size of a display screen.

3. (Original) The game system as defined in claim 1,

wherein the virtual object is a polygon having a size equal to a size of a block obtained by dividing a display screen into blocks.

4. (Original) The game system as defined in claim 1,

wherein the lookup table is used to perform gamma correction, negative/positive inversion, posterization, solarization, binarization, monotone filtering or sepia filtering on the image information of the original image.

5. (Previously Presented) The game system as defined in claim 1,

wherein one of color components of color information in the image information of the original image is set as the index number in the lookup table for the transformation of the color information; and

wherein the drawing section performs masking on other color components of the transformed color information to avoid being drawn in the drawing region.

6. (Previously Presented) The game system as defined in claim 1, wherein the drawing section blends:

transformed color information obtained by setting the K-th color component of the color information in the image information of the original image as the index number in the lookup table;

transformed color information obtained by setting the L-th color component of the color information as the index number in the lookup table; and

transformed color information obtained by setting the M-th color component of the color information as the index number in the lookup table.

7. (Original) The game system as defined in claim 1,

wherein an alpha value corresponding to the image information of the original image is generated by the transformation of the image information of the original image.

8. (Original) The game system as defined in claim 1,

wherein a depth value in the image information of the original image is set as the index number in the lookup table.

9-18. (Canceled)

19. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, the program comprising a processing routine for a computer to perform operations comprising:

setting image information of an original image as an index number in a lookup table for index color texture-mapping, the index color texture-mapping being texture-mapping which maps a texture onto an object while referring to the lookup table, the index number being set to each texel of the texture in a texture space, and the texture linking to image information to be texture-mapped; and

transforming the image information of the original image by performing index color texture-mapping on a virtual object by using the lookup table in which the image information of the original image is set as the index number.

20. (Original) The program as defined in claim 19,

wherein the virtual object is a polygon having a size equal to a size of a display screen.

21. (Original) The program as defined in claim 19,

wherein the virtual object is a polygon having a size equal to a size of a block obtained by dividing a display screen into blocks.

22. (Original) The program as defined in claim 19,

wherein the lookup table is used to perform gamma correction, negative/ positive inversion, posterization, solarization, binarization, monotone filtering or sepia filtering on the image information of the original image.

23. (Previously Presented) The program as defined in claim 19,

wherein one of color components of color information in the image information of the original image is set as the index number in the lookup table for the transformation of the color information; and

wherein the program further comprises a processing routine for a computer to perform operations comprising performing masking on other color components of the transformed color information to avoid being drawn in the drawing region.

24. (Previously Presented) The program as defined in claim 19, further comprising a processing routine for a computer to perform an operation which blends:

transformed color information obtained by setting the K-th color component of the color information in the image information of the original image as the index number in the lookup table;

transformed color information obtained by setting the L-th color component of the color information as the index number in the lookup table; and

transformed color information obtained by setting the M-th color component of the color information as the index number in the lookup table.

25. (Original) The program as defined in claim 19,

wherein an alpha value corresponding to the image information of the original image is generated by the transformation of the image information of the original image.

26. (Original) The program as defined in claim 19,

wherein a depth value in the image information of the original image is set as the index number in the lookup table.

27-36. (Canceled)

37. (Currently Amended) A method of generating an image, comprising:

setting image information of an original image as an index number in a lookup table for index color texture-mapping, the index color texture-mapping being texture-mapping which maps a texture onto an object while referring to the lookup table, the index number being set to each texel of the texture in a texture space, and the texture linking to image information to be texture-mapped; and

transforming the image information of the original image by performing index color texture-mapping on a virtual object by using the lookup table in which the image information of the original image is set as the index number.

38. (Original) The method as defined in claim 37,

wherein the virtual object is a polygon having a size equal to a size of a display screen.

39. (Original) The method as defined in claim 37,

wherein the virtual object is a polygon having a size equal to a size of a block obtained by dividing a display screen into blocks.

40. (Original) The method as defined in claim 37,

wherein the lookup table is used to perform gamma correction, negative/ positive inversion, posterization, solarization, binarization, monotone filtering or sepia filtering on the image information of the original image.

41. (Original) The method as defined in claim 37,

wherein one of color components of color information in the image information of the original image is set as an index number in the lookup table for the transformation of the color information; and

wherein masking is performed on other color components of the transformed color information to avoid being drawn in the drawing region.

42. (Original) The method as defined in claim 37, further comprising a step of blending:

transformed color information obtained by setting the K-th color component of the color information in the image information of the original image as the index number in the lookup table;

transformed color information obtained by setting the L-th color component of the color information as the index number in the lookup table; and

transformed color information obtained by setting the M-th color component of the color information as the index number in the lookup table.

43. (Original) The method as defined in claim 37,

wherein an alpha value corresponding to the image information of the original image is generated by the transformation of the image information of the original image.

44. (Original) The method as defined in claim 37,

wherein a depth value in the image information of the original image is set as the index number in the lookup table.

45-54. (Canceled)

55. (Previously Presented) The game system as defined in claim 1,

wherein the image information of the original image set as the index number is perspective-transformed image information.

56. (Previously Presented) The program as defined in claim 19,

wherein the image information of the original image set as the index number is perspective-transformed image information.

57. (Previously Presented) The method as defined in claim 37,

wherein the image information of the original image set as the index number is perspective-transformed image information.

58. (Previously Presented) The game system as defined in claim 1,

wherein the image information of the original image set as the index number is at least one of color information, alpha value information, and depth value information.

59. (Previously Presented) The program as defined in claim 19,

wherein the image information of the original image set as the index number is at least one of color information, alpha value information, and depth value information.

60. (Previously Presented) The method as defined in claim 37,

wherein the image information of the original image set as the index number is at least one of color information, alpha value information, and depth value information.